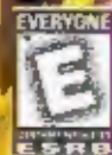


INSTRUCTION BOOKLET



SCARS



UBI SOFT

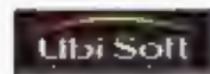


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CONTENTS

CONTROL STICK FUNCTION	2
DEFAULT GAME CONTROLS	3
INTRODUCTION	4
STARTING THE GAME	4
PLAYER SELECT MENU	5
GAME SELECT MENU	5
BONUSES	8
TRACK SELECTION MENU	7
CAR SELECTION MENU	8
OPTIONS	8
PLAYBACK	9
WEAPONS AND PICKUPS	9-10
TRACKS	11
CREDITS	12

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



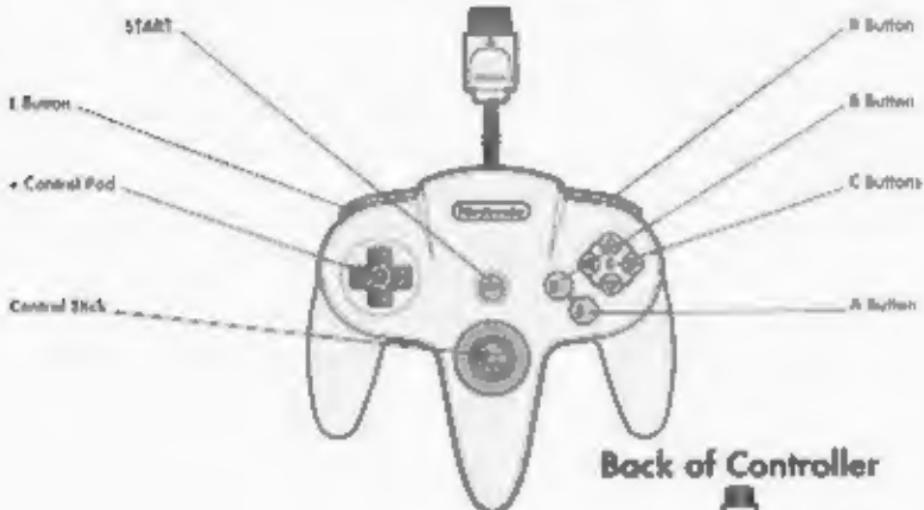
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

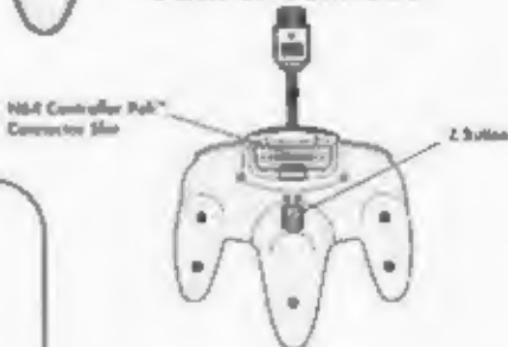
DEFAULT GAME CONTROLS

Below are the default Nintendo 64 Controller™ configurations. If you wish to customize the Nintendo 64 Controller, you may do so in the Options/Controller menu. The game supports the Nintendo 64 Controller™ and the rumble Pak™.

N64 Controller™



Back of Controller



Steer	Control Stick
Accelerate	A Button
Brake	B Button
Jump	R Button
Use Wompoo	Z Button
Select weapon	C-Button
Reverse	Control Stick down
Handbrake	A + B Buttons
Change View	C ↑ Button
Rear View	C ↓ Button
Pause/Resume	START Button
Head Lights	C → Button

INTRODUCTION

3000 AD. The world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have acquired many of the characteristics of humankind, including the emotions of fear, hatred, happiness, and even boredom. To combat their apathy, the supercomputers now entertain themselves with the most honorable and dangerous of human pastimes: Racing. Their drive for victory compels them to build super-sophisticated cars that mimic earth's most fearsome creatures. Each vehicle uses ultra-powerful weapons to pulverize opponents on the many diabolically treacherous courses. Humans can only aspire from afar... As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes never-ending. Now victory alone is not enough!

STARTING THE GAME

Starting the Game Correctly insert the S.C.A.R.S Game Pak into the Nintendo® 64 Control Deck and slide the Power Switch to the ON position. From the S.C.A.R.S Title screen press the START Button to get to the Main Menu screen.

Please note that if you leave the game running on the S.C.A.R.S Title screen for any length of time, an automatic demo will start. To end the demo, press the START Button then follow the same procedure as before to play the game.

Nintendo 64 Controller Pak®: Please make sure your Nintendo 64 Controller Pak® is inserted. Then follow the instructions on screen. You can save your game including any completed cups, high scores, lap records, options and configurations.

Important: never remove a Nintendo 64 Controller Pak® while it is in use. It may damage both the Nintendo 64 Controller Pak® and your Control Deck.



PLAYER SELECT MENU

This screen allows you to select the number of human players. Up to 4 players can play simultaneously on the same screen. Use the Control Stick Up/Down to highlight the number of players and then press the A or START Button to confirm your selection.



GAME SELECT MENU



Here you will have 3 modes of play to choose from plus Options.



Grand Prix

There are 3 Grand Prix Cups (Carbon, Crystal and Diamond), plus a Custom Cup.

Track Order: In Carbon, Crystal and Diamond Cups, track order is predetermined.

Level of difficulty: Increases as you progress through each Cup. Difficulty level is Easy for Carbon Cup, Medium Crystal Cup and Hard for Diamond Cup.



POSITION	POINTS
1st	10
2nd	6
3rd	4
4th	3
5th	2
6th	1

BONUSES

Bonus Points are also available. They are awarded for:

- Aggressiveness (causing the most damage to other cars)
- Fastest lap
- Knocking other cars
- Perfect bonus (finishing a race without causing any damage)

How to Qualify

If your total points (Race points + bonus) rank in the first third you are promoted to the next round of the Cup. Thus, a player finishing a race in 5th place may still qualify if he receives bonus points.

In order to progress through the Cups you have to successfully complete each one in 1st place. For example Crystal Cup can only be played if the Carbon Cup was completed in 1st place. However, you can make it to the Podium by finishing the Cup in 3rd or 4th place.

Please note that you can not win the bonus in the Carbon Cup in the first place!

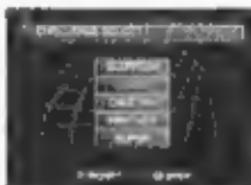
The player is given a Password for each completed Cup which has to be put into the password screen (See 4 Options). You can also save your game if you have a Nintendo 64 Controller (See 4 Options).

Custom Cup - Here you can set up a season of races. However you will only be able to select tracks instead of the Cups that you have access to. For example, if you have successfully completed the Crystal Cup you will be able to choose from Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options menu.

Challenge Mode

This mode is ONLY available in 1 Player

This mode is only available when you have completed a Cup in 1st place. Here you cannot race to 1st place against one other CPU opponent. The CPU opponent, the track, the difficulty level and the number of laps are automatically set. If you win the Challenge Mode you will gain access to previously unavailable cars.



Time Attack (Ghost Mode)

This is only available in 1 Player mode

Here you can practice with different cars on different tracks by re-playing your times. Each subsequent race on the same track will re-load your ghost car from the previous race so that you can try to beat your own time. Use the Control Stick to highlight the chosen game mode and then press the A Button to confirm your selection.

Mirror Mode

Access to this mode can only be achieved once you have successfully completed all 100 Cups.

TRACK SELECTION MENU

This menu is not available if Grand Prix or Challenge mode is selected.

There are 9 different racecourses available in the game (See Tracks) each with a choice of racing Daytime, Nighttime, Quak and Rain with fog. This, combined with the Nitro Mode (see Options), gives you an almost infinite number of combinations. Use the Control Stick up/down to highlight the track you want and use the Control Stick left/right to change the settings. Then press the A Button to confirm your selection.

Please note that you will only be able to select tracks included in the Disc you have access to.



CAR SELECTION MENU

9 different cars are featured in the game. They are all based on various creatures of the world. Only 5 cars are available at the start of the game. The other four are earned when the player successfully completes races in the Challenge Mode.

Each car has 5 features: Speed, Acceleration, Grip, Armor and Weapon. The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one suits your driving skills best.



LION L.K.



MAMMOTH 4x4



RHINO ROADSTER



TIGER SHARK



MANTIS V-TWIN

Use the Control Stick to highlight the car you want to race with. Press the A Button to confirm the selection.

OPTIONS

Settings: The default options can all be amended to suit your requirements (number of laps, weapons on/off etc)



Controller: You can amend Controller configuration to suit your own taste in this screen.

Records: Here are the best lap times, race times and highest scores.



© ACCEPT © BACK

PLAYBACK

The Playback function is available in 1 Player only.

There are 2 playback modes: Follow Car and Panning Camera

A Button

Change Perspective Mode

The following functions are only available in Follow Car mode

Control Stick Up/Down Change Car to follow

Control Stick Left/Right Rotate camera around the car

Z Button

Reset Camera behind the car

START Button

Pause/Resume

Note: To cancel a playback mode by pressing the C button or follow car mode

WEAPONS AND PICKUPS

If you just want to race you may switch off the weapons function in the Options/Settings menu. The weapons are automatically disabled in Practice mode. You can set the speed of the game in the Options menu.

The weapons must be picked up from the track by driving over them and will be available to all the co-players.

You can collect as many weapons as you like throughout the game but you are limited to having 2 weapons at any one time. Pressing the Z Button fires the weapons.

Weapons/Pick Ups can be fired immediately or can be charged up first. Holding down the Z button charges weapon. Each weapon will have a certain charge up time and the more you charge to your weapon the more powerful it is.

Weapons are fired forwards by default but you can launch them backwards if you pull the Control Stick Outwards while firing.



Turbo: Short burst of speed up to 3 bursts if not charged or a single very fast burst if fully charged.



Magnet: When launched, the magnet will land on the track and create a magnetic pull inbound. It will pull the car towards it and hold it for a while. Smart charge short pulling range. Set distance: Long distance pulling range. Bullets can destroy this weapon.



Seeker: Long range weapon. It will traverse round the track with the low map until it hits a car or wall. A charged one will travel further. Bullets can destroy this weapon.



Beamstrike: When activated will circle around your car and as soon as there is a car in range it will homing on the target and come back to your car. It will have a certain number of hits.



Time Bomb: This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the count down has finished. You may try to give it to your opponent car by using the Weapon Button (Q) button before it explodes, but remember, fight first then an opponent second!



Stinger: This will cause a puncture and put your car out of control for a short while. You can drop it at times to try to get away by shooting up. Bullets can destroy it in a few seconds.



Stopper: It will rebound the cars on impact back towards them. Using long high speed energy Type: Short like long energy this will not take much collisions to destroy it. Bullets can destroy this weapon.



Round of Bullets: This will give the player rounds and the rounds will fire straight ahead. Once hit the target car will be jolted and slowed down. The player car has 4 small to 1 to 2 to 5 rounds.



Shield: This is a temporary weapon. It will protect your car for a while. No charge limit.

TRACKS



Aztec: A journey into the past for this race in the beautiful remnants of the Aztec civilization. You will not have time for sightseeing if you want to finish the race in first place... Experience different road surfaces and adapt quickly to sudden changes in road surface.



Island: This simple track is set in the (almost!) untouched setting of a small island - the last Paradise on earth. Look out for the ideal trajectory on the sandy roads and you will win the race. Alternative routes could prove useful.



Rally: A lovely counter-clockwise track with a huge tarmac road. But some blind turns will require your utmost vigilance! On this road you will have to use your break, handbrake and accelerator power to find the right balance between the trajectory and speed.



Water: The tribute to Jean-Jacques Coindet. An interesting track where you might like to spend more time watching the flora and fauna, rather than racing furiously on a sandy road. A challenging mix of narrow underwater roads with sharp turns, where expert driving skill is required and large boulders where you will be given a huge selection of weapons to pick up and attack or defend with.



Ski: How about some winter sport? Take a rigorous race on the fresh snow. This track, set in the mountains, has large turns and many varying levels of difficulty. An easy track for those who like long skid turns - a nightmare for those who do not.



Canyon: The poor cowboy is no longer alone! You will have to be bold, bold, your cowboys and finish this race in the first 5 sec. This deserted landscape bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.



Mountain: Costa Temperal Biological Reserve have been located in this area. Do not let the evident signs distract you from your main objective. This track begins on a concrete surface, but the main part of the race will be off-road. Watch out for those nasty sharp turns that so easily catch up on you. Clean trajectory is the key to win this race.



Blade: The industrial age reveals its power and its aims. This very treacherous track is set in a dark and polluted city. You will be faced with 90-degree turns that will require extreme skill. If you like fresh air and big open spaces you will not be happy here so best to finish this one quickly.



Secret Track: This is the most difficult and curvy track. You will only gain access to the elite zone if you prove to be the best at S.C.A.R.S! It is available only after you have completed all of the Caps.

CREDITS

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